

## TOURNAMENT RULES

Core Blood Bowl rules will be based on:

- \* Second Season Edition rulebook
- \* Warhammer Community Blood Bowl FAQ

[https://assets.warhammer-community.com/](https://assets.warhammer-community.com/bloodbowl_faqs&errata_errata&designerscommentary_eng_24.09-axlajwasve.pdf)

[bloodbowl\\_faqs&errata\\_errata&designerscommentary\\_eng\\_24.09-axlajwasve.pdf](https://assets.warhammer-community.com/bloodbowl_faqs&errata_errata&designerscommentary_eng_24.09-axlajwasve.pdf)

Allowed Blood Bowl teams are:

- \* All teams from the Second Season Edition rulebook
- \* All teams from Spike! Journal #11-18
- \* All teams from the Teams of Legends

[https://assets.warhammer-community.com/dave-s-](https://assets.warhammer-community.com/dave-s-downloads-25-09/bloodbowl_additionalrules_teamsoflegend_eng_24.09.16.pdf)

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- \* Slann team from NAF

[https://www.thenaf.net/wp-content/uploads/2023/12/NAF-](https://www.thenaf.net/wp-content/uploads/2023/12/NAF-Rules-for-Tournaments-2024.pdf)

[Rules-for-Tournaments-2024.pdf](https://www.thenaf.net/wp-content/uploads/2023/12/NAF-Rules-for-Tournaments-2024.pdf)

Allowed Star players are:

- \* All Star Players from the Second Season Edition rulebook
- \* All Star Players from the Spike! Journal #11-18
- \* All Star Players from the Spike! Almanac 2022, Spike! Almanac 2023, Spike! Almanac 2024
- \* Finally, the following Star Players with free rules to be found at:

[https://www.warhammer-community.com/en-gb/downloads/](https://www.warhammer-community.com/en-gb/downloads/blood-bowl/)

[blood-bowl/](https://www.warhammer-community.com/en-gb/downloads/blood-bowl/)

- Akhorne the Squirrel
- Barik Farblast
- Boa Kon'ssstrikr
- Bomber Dribblesnot
- Bryce 'the Slice'
- Cindy Piewhistle
- Dribl
- Drull
- Estelle la Veneux
- Frank 'N' Stein
- Fungus the Loon
- Glotl Stop
- Ivar Eriksson
- Kreek 'the Verminator' Rustgouger

- Max Spleenripper
- Nobbla Blackwart
- Puggy Baconbreath
- Scrappa Sorehead
- Scyla Anfingrimm
- Skitter Stab-stab
- Skrorg Snowpelt
- Thorsson Stoutmead
- Wilhelm Chaney
- Withergrasp Doubledrool

The tournament will be played in a Swiss resurrection format. This means that the team roster is reset between each round.

If two coaches in a match-up have hired the same Star Player, Nuffle has granted the wizards the ability to clone the Star Player and he will play independently in both teams.

Each game will be scored in the following way:

3 points for a win

1 point for a draw

1 point for scoring 3+ TD

1 point for making 3+ CAS

1 point for 0 TD scored against you

Calculation for the rounds will be based on tournaments points, then random.

Winner will be the coach with most tournament points.

Tiebreakers will be total Win, net TD, net CAS

Rule Enforcement Level is regular, so any rules questions should be resolved between the playing coaches first, then if still unclarity or no agreement reached, contact event judge(s). If a serious error has occurred, game will be reset to before the incident. This will be based on judges discretion.

What to bring?

Your team, painted to what is commonly called table-top standard.

1 copy of your roster to share with your opponent

Blood Bowl dice

## **TEAM DRAFTING**

### **Tier 1**

Dark Elf, Dwarf, Lizardmen, Shambling Undead, Underworld Denizens:

1.150.000 Gold Pieces

6 Skills Points

### **Tier 2**

Amazon, Norse, Orc, Skaven, Wood Elf:

1.160.000 Gold Pieces

7 Skills Points

### **Tier 3**

Chaos Dwarf, High Elf, Human, Necromantic Horror, Tomb Kings, Elven Union, Vampire:

1.170.000 Gold Pieces

8 Skills Points

### **Tier 4**

Chaos Renegades, Khorne, Old World Alliance, Slann:

1.180.000 Gold Pieces

9 Skills Points

### **Tier 5**

Black Orc, Chaos Chosen, Gnome, Imperial Nobility, Nurgle:

1.190.000 Gold Pieces

10 Skills Points

### **Tier 6**

Goblin, Halfling, Ogre, Snotling:

1.200.000 Gold Pieces

11 Skills Points

Normal drafting rules apply when drafting your team with the following changes:

- \* When selecting your team, pick the race you wish to play
- \* Each Coach has an amount of Gold Pieces to draft their team, as per their teams Tier placement
- \* Each Coach has an amount of Skill Points that may be used to select skills on your players (or used when hiring Star Players), as per their teams Tier placement

- **NOTE:** Picked skills do not count towards Team Value.

\* A Primary skill costs 1 Skill Point.

\* A Secondary skill costs 2 Skill Points.

\* Players may have a maximum of 2 skills, Primary or Secondary in any combination, at a cost of +1 additional Skill Point.

- **Example:** Picking 2 Primary skills on a Player would cost 3 Skill Points. Picking 2 Secondary skills on a Player would cost 5 Skill Points.

\* The same single skill may be given to multiple players.

\* Inducements must be purchased as part of team drafting.

\* Inducements purchased will be available for all rounds of the tournament.

\* Permitted inducements are:

- Halfling Master Chef 0-1

- Bloodweiser Kegs 0-2

- Bribes 0-3 (Bribes taken in a Team with a Player that starts with, or is given the Sneaky Git Skill, can only be used on the Secret Weapon trait, no other purpose. Bribes gained from the 'Get The Ref' kick-off result can be used as normal for all situations.)

- Wandering Apothecaries 0-2

- Mortuary Assistant 0-1

- Plague Doctor 0-1

- Riotous Rookies 0-1

- Team Mascot 0-1

\* Star Players may only be hired if you have at least 11 standard team roster players.

\* Star Players have a cost of 3 Skill Points on top of the hiring cost in gold pieces.

\* The following Star Players have additional Skill Point costs:

- Griff Oberwald, Morg'n'Thorg: +4 Skill Points

- Deeproot Strongbranch, Hakflem Skuttlespike: +3 Skill Points

- Bomber Dribblesnot, Cindy Piewhistle, Kreek Rustgouger: +2

Skill Points

- Skitter Stab-stab, Wilhelm Chaney: +1 Skill Point

\* Star Players may not have extra skills